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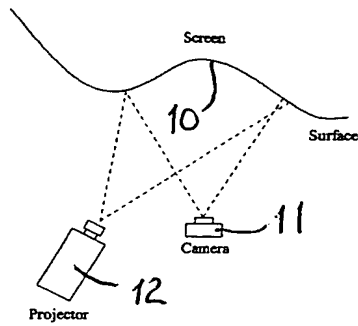


Figure 1.

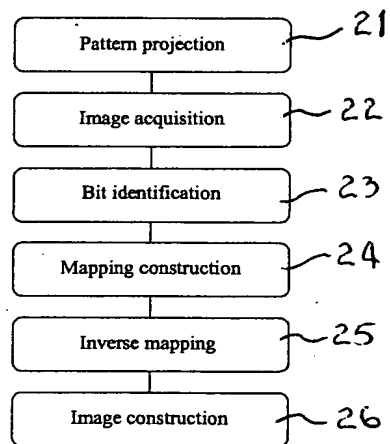


Figure 2.



Figure 3.

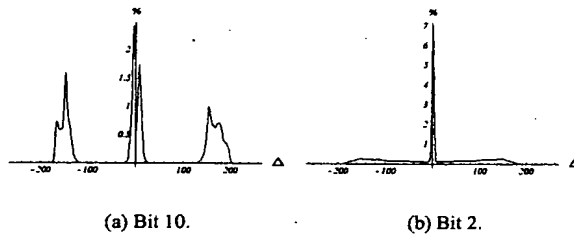


Figure 4.

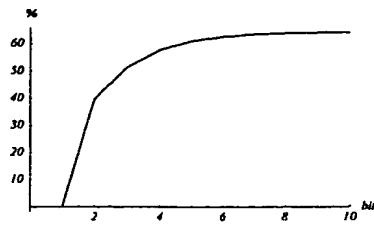


Figure 5.

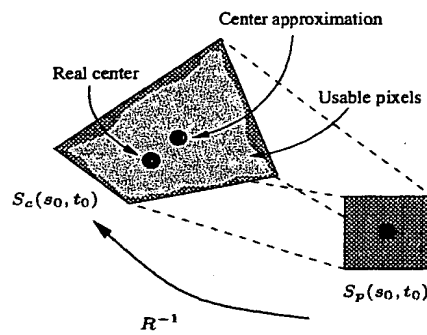


Figure 6.

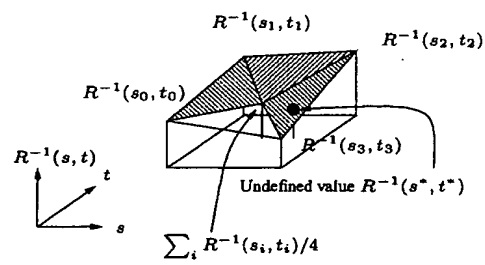


Figure 7.

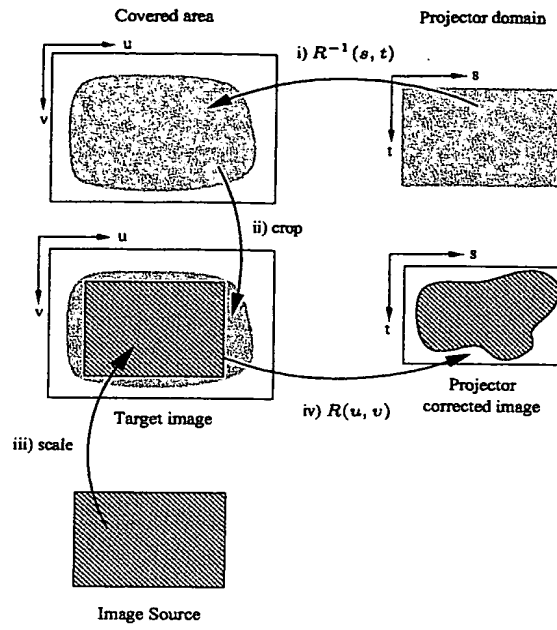


Figure 8.

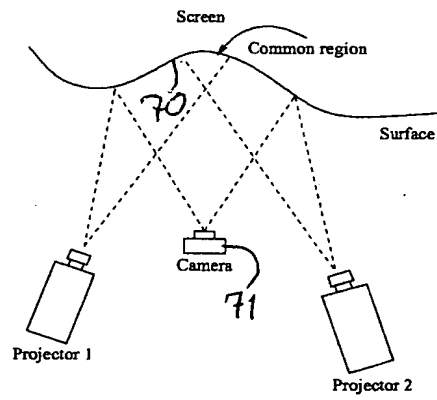
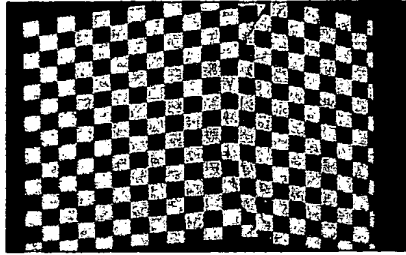


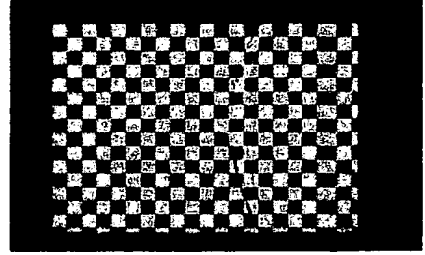
Figure 9.



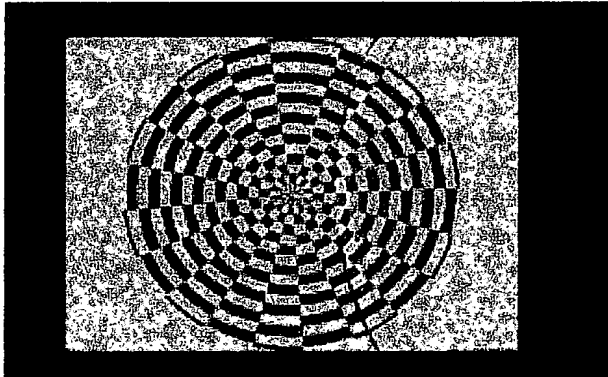
(a) Side view of the two planes of the screen at about 60 degree of angle.



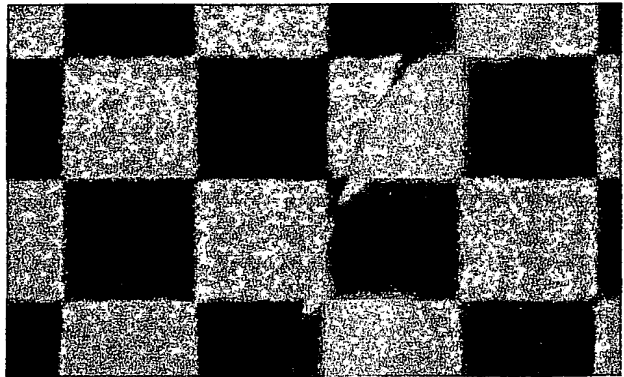
(b) Source image (a checkerboard) directly copied into the projector image. This results into a distorted image from the camera's point of view.



(c) The corrected image displayed by the projector, and observed by the camera. The result is an image identical to the target image with some reconstruction errors.



(d) Another source (polar coordinate checkerboard) displayed as the corrected image.

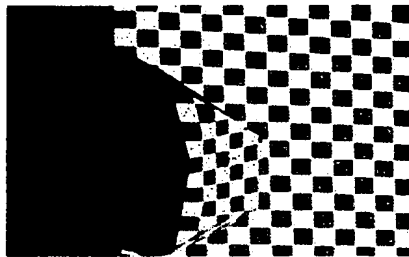


(e) Zoom of errors in the corrected image observed by the camera. The errors are the differences of color between this image and the target image. Black squares (middle bottom) results from holes in the mapping. Distortions are due to interpolation at borders featuring large discontinuities. Intensity variations occurs because of varying screen color.

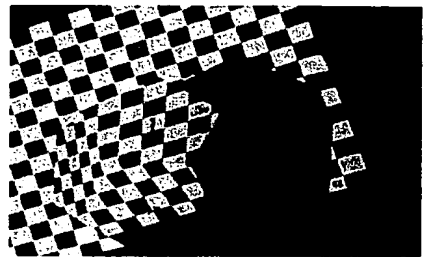
Figure 10. Single projector test for an non-flat screen.



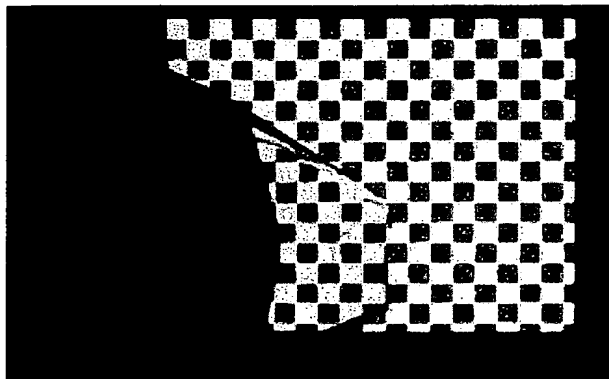
(a) Side view of the screen showing the covered region of the projectors.



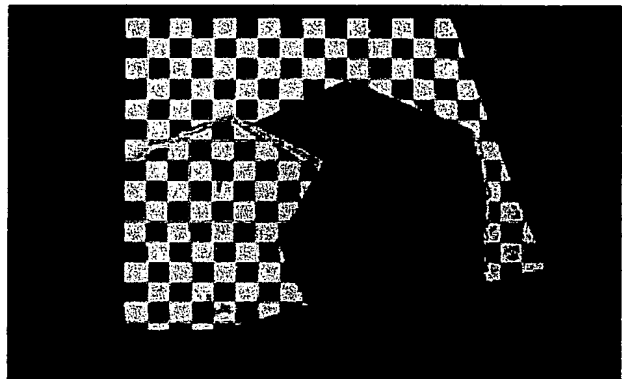
(b) Source image directly copied into the first projector image.



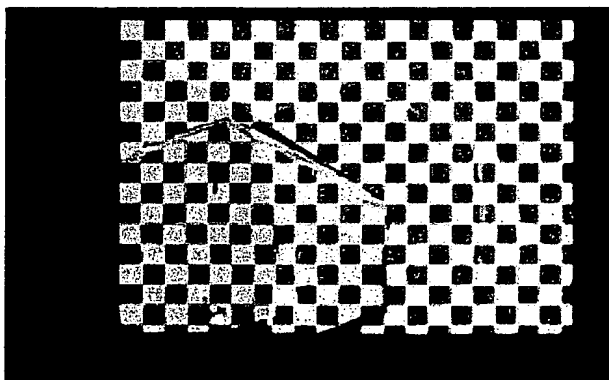
(c) Source image directly copied into the second projector image.



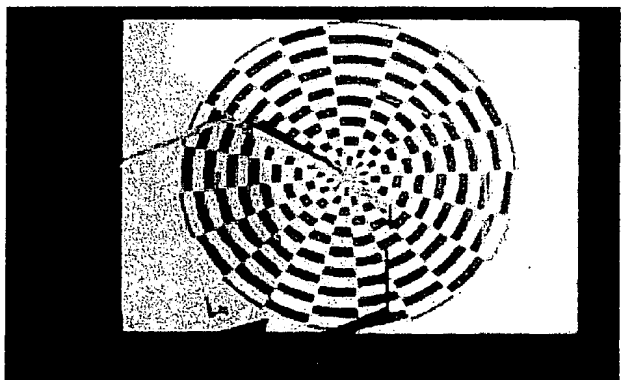
(d) View from the camera of the corrected image displayed by the first projector.



(e) View from the camera of the corrected image displayed by the second projector.



(f) Combined images of the two projectors. Notice the lack of geometric distortion and few artifacts.



(g) Some other checkerboard pattern.

Figure 11. Multi-projectors setup.